

IN THE CLAIMS:

Please cancel Claims 9 to 11, 16, 17, 22 and 29 to 85 without prejudice or disclaimer of subject matter, add new Claims 86 to 91, and amend the claims as shown below. The claims, as pending in the subject application, now read as follows:

1. to 21. (Canceled)

23. (Currently Amended) A gaming machine printer, comprising:

a processor;

a first communication port coupled to the processor;

a second communication port coupled to the processor, the second communication port a native communication port connecting a game controller as a trusted host to the gaming machine printer; and

a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:

determining when an external device ~~a first device~~ is coupled to the first communication port;

notifying by the gaming machine printer the game controller ~~a cashless enabled game~~ coupled to the second communication port when the external ~~first~~ device is coupled to the first communication port; ~~and~~

disconnecting communications by the gaming machine printer from the game controller;

establishing by the gaming machine printer a trusted communication session with the external first device; and

reporting the communication session to the game controller when the communication session is completed and communications are restored to the game controller.

24. (Currently Amended) A method of operating a gaming machine printer having a first communication port and a second communication port plurality of communication ports, the second communication port connecting a game controller as a trusted host to the gaming machine printer, the method comprising:

determining by the gaming machine printer when an external device ~~a first device~~ is coupled to the ~~[[a]]~~ first communication port;

notifying by the gaming machine printer the game controller ~~a cashless-enabled game~~ coupled to the ~~[[a]]~~ second communication port when the external first device is coupled to the first communication port; ~~and~~

disconnecting communications by the gaming machine printer from the game controller;

establishing by the gaming machine printer a trusted communication session with the ~~first~~ external device; and

reporting the communication session to the game controller when the communication session is completed and communications are restored to the game controller.

25. (Currently Amended) A gaming machine printer, comprising:

- a processor;
- ~~a plurality of communication ports coupled to the processor~~ port coupling
the gaming machine printer to a game controller;
- a nonvolatile memory store coupled to the processor;
- a memory coupled to the processor, the memory having program instructions executable by the processor stored therein, the program instructions comprising:
 - storing a status of the gaming machine printer in the nonvolatile memory;
 - ~~for each of the plurality of communication ports, determining~~ the status of a
communication link to the game controller via the ~~if a device is coupled to the~~
communication port; [[and]]
 - locking the status of the gaming machine printer in the nonvolatile memory
when the gaming machine printer determines that the communication link is interrupted;
 - and
 - transmitting the status of the gaming machine printer to the game controller
when the communication link is reestablished.
 - ~~establishing a communication port as a native when a device is detected on~~
~~the communication port.~~

26. (Currently Amended) A method of operating a gaming machine printer having a plurality of communication ports, the method comprising:

- for each of the plurality of communication ports, determining ~~by the gaming~~

~~machine printer~~ if a game controller device is coupled to the communication port; and
establishing ~~by the gaming machine printer~~ [[a]] the communication port as
a native communication port to a trusted host when the game controller a device is detected
on the communication port.

27. (Currently Amended) A gaming machine printer, comprising:
a processor;
a plurality of [[a]] communication port ports coupled to the processor; and
~~a nonvolatile memory store coupled to the processor;~~
a memory coupled to the processor, the memory having program
instructions executable by the processor stored therein, the program instructions
comprising:
for each of the plurality of communication ports, determining if a game
controller is coupled to the communication port; and
establishing the communication port as a native communication port to a
trusted host when the game controller is detected on the communication port.
~~storing a status of the gaming machine printer in the nonvolatile memory;~~
and
~~transmitting the status of the gaming machine printer to a gaming machine~~
~~via the communication port.~~

28. (Currently Amended) A method of operating a gaming machine
printer, comprising:

storing by the gaming machine printer a status of the gaming machine printer in a nonvolatile memory;

determining by the gaming machine printer the status of a communication link to a game controller in a game housing the gaming machine printer via a communication port; ~~and~~

locking the status of the gaming machine printer in the nonvolatile memory when the gaming machine printer determines that the communications link is interrupted; and

transmitting the status of the gaming machine printer to the game controller when the communication link is reestablished.

29. to 85. (Canceled)

86. (New) The gaming machine printer of Claim 23, wherein the first communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

87. (New) The gaming machine printer of Claim 23, wherein the second communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

88. (New) The method of operating a gaming machine printer of Claim 24, wherein the first communication port is a communication port selected from the group

including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

89. (New) The method of operating a gaming machine printer of Claim 24, wherein the second communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

90. (New) The method of operating a gaming machine printer of Claim 26, wherein the native communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.

91. (New) The gaming machine printer of Claim 27, wherein the native communication port is a communication port selected from the group including a serial port, a parallel port, a Universal Serial Bus (USB) port and an Ethernet port.